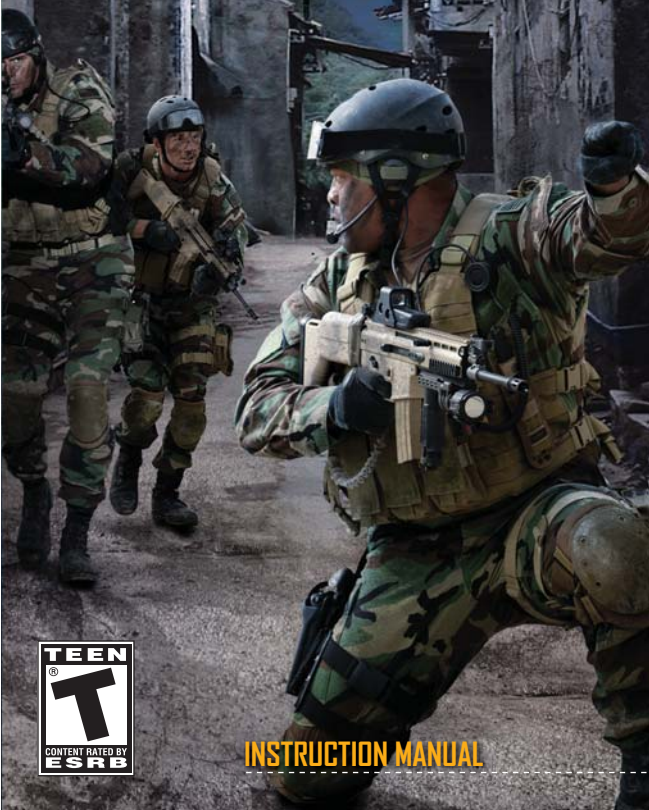




SOCOM

U.S. NAVY SEALS

TACTICAL STRIKE



INSTRUCTION MANUAL

For safe use of this product, carefully read the instructions contained in this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation® Portable) system before use. Retain both this software manual and the instruction manual for future reference.

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

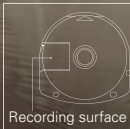
- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

Use and handling of UMD™

- This disc is PSP® (PlayStation® Portable) format software and is intended for use with the PSP® system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. ONLY. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzene, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.

Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.



SOCOM U.S. Navy SEALs Tactical Strike Tips and Hints

Game Hint Guide Information PlayStation Underground Game Guides

For free hints and tips visit us at www.us.playstation.com. Sign up and become a member of the PlayStation Underground and access free hints, tips, and cool moves for games produced by Sony Computer Entertainment America.

No hints will be given on our Consumer Service/Technical Support Line.

Consumer Service/Technical Support Line 1-800-345-7669

Call this number for technical support, installation or general questions regarding PSP® and its peripherals. Representatives are available Monday – Saturday 6AM – 8PM and Sunday 7AM – 6:30PM Pacific Standard Time.

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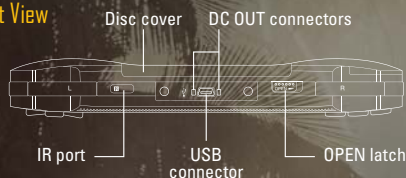
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GETTING STARTED

Right Side View



Front View



SETTING UP YOUR PSP® (PLAYSTATION®PORTABLE) SYSTEM

Set up your PSP®(PlayStation®Portable) system according to the instructions in the manual supplied with the system. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT the **SOCOM U.S. Navy SEALs Tactical Strike** disc with the label facing the system rear, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD™ icon. A thumbnail for the software is displayed. Select the thumbnail and press of the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD™ while it is playing.

MEMORY STICK DUO™

Warning! Keep Memory Stick Duo™ media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo™ or Memory Stick PRO Duo™ into the Memory Stick Duo™ slot of your PSP®. You can load saved game data from the same memory stick, or any Memory Stick Duo™ containing previously saved games.

Note: A Memory Stick Duo™ or Memory Stick PRO Duo™ with at least 650 KB of free space is required for a "Save Game" file.

WIRELESS (WLAN) FEATURES

Software titles that support Wi-Fi functionality allow you to communicate with other PSP® systems, download data and compete against other players via connection to a wireless local area network (WLAN). You can adjust the network settings to allow connection to a wireless local area network (WLAN). There are two WLAN modes: Ad Hoc and Infrastructure mode.

Note: *SOCOM U.S. Navy SEALs Tactical Strike* supports Ad Hoc and Infrastructure Modes. Please see the Multiplayer section of this manual for further details.

SOCOM U.S. Navy SEALs Tactical Strike is only playable online via the Infrastructure mode for the PSP® system. In order to get online, it is a requirement that you connect your PSP® system online via a wireless access point or wireless router that is 802.11b compatible. For more information on your wireless router's 802.11b compatibility, check with the manufacturer of the router. The manufacturer is not responsible for any incurred Wi-Fi fees.

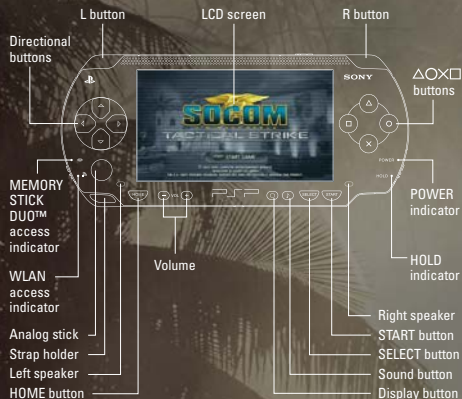
Infrastructure Mode: Infrastructure mode is a Wi-Fi feature that allows the PSP® system to link to a network via a WLAN access point (a device used to connect to a wireless network). In order to access Infrastructure mode features, several additional items are required, including a subscription to an Internet service provider, a network device, a WLAN access point and PC. For further information and details on setting up an infrastructure connection, please refer to the PSP® system's Instructional Manual.

Note: A WLAN access point is a device used to connect to a wireless network. Certain limitations apply to Wi-Fi connectivity. See manual for details. Player responsible for Wi-Fi fees.

Ad Hoc Mode: Ad Hoc mode is a wireless feature that allows two or more individual PSP® systems to communicate directly with each other.

CONTROLS

PSP® (PlayStation®Portable) system configuration



IN GAME MENU CONTROLS

Navigate menu/Highlight menu item	directional buttons
Select highlighted menu item	⊗
Previous screen/Return to Main Menu	○
Pause Game	START
Objectives/TacMap	SELECT
Highlight objectives	directional buttons ↑/↓
Navigate TacMap	analog stick
Zoom out	L
Zoom in	R
Snap to player	□
Snap to objectives	○
Player statistics (online)	SELECT

In-Game Communications

Menu (online)	○ (tap) + directional buttons or analog stick
Activate headset	L or left direction button in game

Note: The headset is only functional in Infrastructure Mode.

CHARACTER MOVEMENT AND ACTIONS

Move reticle	analog stick
Move skimmer	analog stick (after tapping ○)
Movement menu	○ (hold)
Drop skimmer / move	○ (tap)
Action menu	⊗ (hold)
Execute action	⊗ (tap)
Evasive menu	△ (hold)
Cancel command	△ (tap)
Inventory	□ (hold)
Grenade quick select (if held)	□ (tap)
Toggle grenade distance	directional buttons ↑/↓ (while in grenade hold)
Select command	analog stick / directional buttons ↑/↓
Toggle between Alpha and Bravo teams	R (hold to select entire fire team)
Toggle between individuals	L (hold to bring up selection menu)
Zoom in	directional button ↑
Zoom out	directional button ↓

THE COMMANDS

As the leader of your Special Forces team, you must issue a variety of movement, position, and tactical commands to your teammates. Utilizing the array of tactical commands in SOCOM U.S. Navy SEALs Tactical Strike is essential to your mission success. These commands can be issued using button controls.

Holding , , , or  will bring up the list of specific commands. Commands will become available or unavailable depending on where your reticle and skimmer is pointed and whether you have the required equipment to execute the command. For example, a unique set of command options is available when you point your reticle at a doorway.

MOVEMENT COMMANDS

You can use movement commands to send teammates to a position at a specific location. Tap  to reveal the skimmer. Then move the pointer to where you want your team to go. Tap  again to proceed with your team's movement. Your team's movement type is explained just below the in-game radar. To change movement type, press and hold  to list how you want the team to move. Select type of movement using the analog stick or direction buttons, and then once chosen, release . You don't need to select movement type each time—the last selection is set as the default command.

Stealth to Position

Move your team stealthily to the location where your skimmer is placed.

Move to Position

Move your team in a steady and fast pace to where your skimmer is placed.

Deploy Fireteam

Direct individual members of a fireteam to a specific location.

(Able or Brava) Move With Cover

Have a fireteam provide cover for the other team as they move to another location.

ACTION COMMANDS

Use action commands to tell your team to engage the enemy, breach rooms, and collect items. Move reticle over enemies and objects. If an action is available, the reticle will change color or show an icon and a prompt below will let you know what you can do. Tap  to perform the action. To view other actions, press and hold  to list the other options. Select action type using the analog stick or direction buttons, and then once chosen, release .

Attack

Attack Target

Fire at the target inside the reticle.

Field of Fire

Fire at everything within the enlarged reticle.

Suppression Fire

Provide suppressive fire at targeted area.

Fire at Will

Fire without prejudice at any threat in the vicinity.

Hold Fire

Stop shooting immediately.

Breach

Bypass Door

Pick the lock of a closed door. It will take up to 10 seconds to open a locked door, depending on the team member's skill level, so make sure there's ample cover for whoever is picking the door.

Breach and Clear

Kick in the door and enter a room with the gun safety off.

Breach With Frag

Kick in the door, throw a grenade into the room, wait until the grenade explodes, and then enter to clear out the area.

Breach With Flash

Kick in the door, throw a flash grenade into the room, wait until the grenade explodes and stuns the enemies, and then enter to clear out the area.

Breach With Stealth

Open the door and enter the room without being seen or heard.

Use Window

Break window and fire into room.

Collect

Collect Weapon

Pick up weapons on the ground from fallen enemies.

Collect Ammo

Gather ammo lying around.

Take Intel

Collect left-behind laptops and files.

Recover

Use Medkit

Patch up a teammate with first aid to recover their health.

Revive

Revitalize a fallen comrade. There's a limited time before a wounded colleague can't be revived. Time to revive is dependent on the team member's skill level.

EVASIVE COMMANDS

Evasive commands are used as defensive maneuvers. Tap **△** to quickly cancel a command. To view other evasive actions, press and hold **△** to list the options. Select action type using the analog stick or direction buttons, and then once chosen, release **△**.

Regroup Fireteam

Have all four teammates regroup in one place.

Switch Position

Switch positions with any member of the fireteam who is in close proximity..

INVENTORY

Inventory includes high-tech equipment, sniper mode, and different types of grenades. At anytime during the game, and if grenades are available, tap **Ⓢ** to ready a grenade toss. Use the direction buttons or analog stick to adjust where to throw the grenade. Tap **ⓧ** to throw the grenade.

To view other items in your inventory, press and hold **Ⓢ** to list the other options. Select an item using the analog stick or direction buttons, and then once chosen, release **Ⓢ** button to use.

To choose sniper mode, you must first be in command of the sniper, and then move targeting bracket over an enemy you want to snipe. Once you've picked out a victim, press and hold **Ⓢ** to bring up the inventory list. Highlight Sniper, and then once chosen, release **Ⓢ** to let your sniper perform a shot on the target. Success will depend on the team member's skill level.



MAIN MENU

Press **START** from the Title Screen to access the Main Menu. You are now a part of the Operations Control Network (OCN). The Main Menu enables you to first create a profile (if you have not done so already) then select between the Campaign, Multiplayer, Options, Credits, and Controls menus. While you are in the Main Lobby, use the directional buttons to toggle between options, press **X** to select, and press **○** to go back to a higher set of options or the previous page.

CREATING A PROFILE

If this is your first time playing the game or you have no previously saved profiles, you will be asked to first create a profile. Use the virtual keyboard to enter your profile name. Highlight each letter with the directional buttons and press **X** to confirm your choice. When you're finished, highlight ENTER and press **X**.

Note: In the future, you can edit your profile name in the Options menu.

CAMPAIGN LOBBY (SINGLE PLAYER)

Once you have created a profile, select Campaign from the Main Menu to play single player games. The Campaign Lobby will let you start a new mission, replay missions, jump into an action-packed level, and view stats.

Note: In campaign mode, you are given the opportunity to save your progress after each successful mission. If you are continuing the game, your campaign will begin in the same state as you left it after your last successful mission.

Start New Campaign

Once you've chosen to start a new single-player campaign, you must then choose the difficulty level at which you want to play. Use the directional buttons **↑/↓** to select from difficulty levels Ensign, Lieutenant, Commander, Admiral. Once selected, press the directional button **↓** and tap **X** on the OK button.

Note: Admiral must be unlocked by completing Commander.

You'll then need to select which Special Forces team you want to play as:

Australia
Germany
UK
France

US
Spain
South Korea
Italy
Netherlands

Special Air Service Regiment
Kommander Spezialkräfte
Special Air Service
Groupment d'Intervention de la
Gendarmerie Nationale
Navy SEALs
Unidad de Operaciones Especiales
707th Special Missions Battalion
9° Reggimento d'Assalto Paracadutisti
Korps Commandotroepen

Use the directional button **↑/↓** to highlight the team you want to use, and then press **X** to confirm and move on to the Mission Lobby.

Mission Redeploy

Replay a previously completed mission.

Instant Action

Once you have completed a campaign mission, two action missions are unlocked. These missions let the players travel back into the campaign mission environments to take on more action.

Campaign Stats

View your cumulative campaign stats including total kills, stealth ratings, and missions completed. Press **L** and **R** to scroll between Overall Stats and Mission Stats.

MULTIPLAYER

AD HOC

Ad Hoc mode is a Wi-Fi feature that allows two or more individual PSP® (PlayStation® Portable) systems to communicate directly with each other. Connect to your closest buddies through Ad Hoc mode and challenge them to a multiplayer game of SOCOM U.S. Navy SEALs Tactical Strike.

Note: To play SOCOM U.S. Navy SEALs Tactical Strike via Ad Hoc mode, you will need at least one opponent with a PSP® (PlayStation® Portable) system running SOCOM U.S. Navy SEALs Tactical Strike. For best results, players should be stationed within 30ft, with a clear path between units.

Infrastructure

Compete against other players via a connection to a wireless local area network (WLAN) and play SOCOM U.S. Navy SEALs Tactical Strike Online. See Playing the Online Game, pg. 23, for more information.

OPTIONS

Change game options and edit profile data in the Options menu.

Scroll through the options by using the directional buttons /. Change the option by using the directional buttons /.

Note: If you make any changes, you must press to save before exiting Options for the changes to take effect.

Profile Name

Make changes to your profile name and campaign settings here. You can also manually save, load, or delete game data. Use the directional buttons / or analog stick to highlight each option.

Note: If you make any changes, you must select SAVE before exiting Profile Data for the changes to take effect.

Edit Profile Name—Change your profile name by using the virtual keyboard. Highlight each letter with the directional buttons or analog stick and press to confirm your choice. When you're finished, highlight ENTER and press .

Load Profile—Load a previously saved profile.

Save—Save any changes made to profile data or campaign settings.

Options

Music Volume	Set the level of the background music.
Dialog Volume	Set the level of spoken words.
Effect Volume	Set the level of environmental sounds like footsteps or reload noise.
Look Speed	Adjust the look speed of the camera.
Movement Skimmer Speed	Adjust the skimmer speed.
Subtitles	Toggle subtitles ON / OFF.
Invert Y-Axis	Toggle Y-Axis Invert ON / OFF.

CREDITS

View the game credits for the product.

CONTROLS

Get a quick glance at the SOCOM U.S. Navy SEALs Tactical Strike control layout.

MISSION LOBBY

Once you have selected a mission from the Campaign Lobby, you will enter the Mission Lobby. Here, you can view mission details and objectives, review Intel information, arm your team, and start your mission. While in the Mission Lobby, use and to toggle between options, press to select, and press to go back to a higher set of options or the previous page.

MISSION BRIEFING

A summary of the mission at hand, including background, main objectives, and terrain is given here. Use the directional buttons / to scroll the accompanying photos that go with the mission briefing.

TRAINING

Build up a soldier's skill level. Skill points are awarded after the completion of each mission. These points can then be used to develop the following skills:

General Skills

Toughness	strengthen body to repel enemy flak
Marksmanship	improve accuracy with a gun
Carrying Capacity	increase how much inventory can be carried
Stealth	build up covert movements
Job Specialist	improve area of expertise

Weapon Skills

Light Weapons	handguns and sub-machine guns
Medium Weapons	shotguns and assault rifles
Heavy Weapons	Machine Guns and RPGs
Sniper	sniper rifles
Grenades	flash, smoke, and frag grenades

Press **□** to automatically distribute available skill points evenly among all four soldiers. Or you can distribute points to each soldier manually. Use the directional buttons **←/→** to scroll between each soldier. Once a soldier is highlighted, press **⊗** to bring up his skill set. Press **L** and **R** to switch between his General Skills and Weapon Skills. Use the directional buttons **↑/↓** to select each skill. Once a skill is highlighted, use directional buttons **←/→** to upgrade the skills.

ARMORY

You can review or change weaponry and equipment for each teammate in the Armory. You'll need, however, Command Equity to purchase new weapons and equipment.

COMMAND EQUITY (CE)

Command Equity points are gained throughout the campaign when you complete primary, secondary, and bonus objectives. These points can be used in the Armory to buy new weapons and equipment. All items will have a CE cost below their icon in the inventory.

LOCAL INFLUENCE (LI)

Complete secondary and bonus objectives to gain local influence. If you maintain Good or Great LI scores for two consecutive missions, then you will unlock weapons that can be purchased in the Armory.

CHANGING LOADOUT

Your team is equipped with a default set of weapons and items for each mission. If you wish to change what an operative is carrying, first use the directional buttons **←/→** to select the loadout under the soldier you wish to equip, and then press **⊗** to enter his inventory.

Highlight a weapon or equipment slot using the directional buttons and press **⊗** to select it. Once selected, move the directional button **←/→** to scroll through the available weapon/equipment choices.

Note: Weapon and equipment info including functionality is automatically printed on screen once it is highlighted.

Press **⊗** to select the displayed weapon/equipment. Press **□** to save your selections.

Note: Press **△** to restore to the last loadout.

DEPLOY

When you're ready to start the mission, highlight **DEPLOY**. In some missions, you can unlock an extra insertion point by achieving Great LI in the previous mission. Press the directional buttons **←/→** to select an insertion point. When you're ready to begin the mission, press **⊗** to deploy.

SINGLE PLAYER GAMEPLAY

THE GAME SCREEN



- | | |
|----------------------|--------------------------|
| 1. Reticle | 5. Health Bar |
| 2. Tac Map | 6. Ammo Indicator |
| 3. Nav Points | 7. Concealment Indicator |
| 4. Team Status Panel | 8. Weapon Status Panel |

RETICLE

Use the reticle to view the surrounding area from where your team is standing. The reticle will turn red if it's placed on top of anything that requires an executable action.

TAC MAP

Located in the top right corner of the screen, use the compass to keep your bearings and as an aid for navigating the environment.

- You are always in the center of the compass.
- North is indicated by the letter N on the compass.
- Teammates are represented by blue dots and enemies are red.
- Nearby Nav Points are represented by a yellow marker.
- The location of an objective is represented as a star on the compass.

NAV POINTS

Nav Points are map coordinates marking key positions in your op area and are created prior to insertion. They have names such as Charlie, Delta, Echo, Foxtrot, Juliet, Romeo, Whiskey, and X-Ray, but can include others. While playing the game, Nav Points will show up as yellow markers with the name of the Nav Point and the distance away. Use Nav points to help navigate through your op area.

TEAM STATUS PANEL

The team status panel is located at the bottom right hand corner of the game screen and displays the current activity and health of your entire squad.

HEALTH BAR

Team members' health is shown by the green bar underneath their name. When an operative is injured, the bar will decrease. If a teammate's health bar depletes completely, he is incapacitated and the red health bar right below will rapidly decrease. If the red bar depletes before he is revived, he will be permanently incapacitated and the mission will end.

AMMO INDICATOR

To the right of each health bar is the ammo indicator represented by a vertical bar. The bar will gradually decrease as the operative shoots out his rounds.

CONCEALMENT INDICATOR

Each teammate has a concealment indicator represented by a vertical bar to the right of the activity indicator. The bar will turn red if you have been spotted and the enemy is firing upon you. Use cover and shadow to increase your concealment and the indicator will remain low.

WEAPON STATUS PANEL

Your currently equipped weapon and ammo info will be displayed in the bottom left corner of the screen. This includes weapon type in use, amount of loaded ammo, and number of reserve ammo left.

TACMAP AND MISSION OBJECTIVES

Use the TacMap/Mission Objectives screen to navigate the environment and keep track of the mission specifics. To access the TacMap/Mission Objectives screen, press  anytime during game play. The Tactical Map and Mission Objectives contain all the current objectives about the operational area.

TACMAP

Using the TacMap

- Use the analog stick to navigate the map.
- Use the directional buttons / to scroll through the objectives.
- Press  and  to zoom in and out.
- Press  to snap the TacMap to the player.
- Press  to snap the TacMap to the highlighted objective.
- Press  to exit the TacMap.

Your Positions

All teammates' positions appear on the map as a blue triangle with the tip extending in the direction he is oriented.

Nav Points

Nav Points mark key locations within the operational area. Represented as yellow v-shaped markers, Nav Points are used as geographical way points to guide your team through the mission.

Objectives

Objectives are represented as a star on the map, with the surrounding area highlighted in green.

Structures

Move through the op area using these as navigational aids.

GO ONLINE

For more intense combat, select **INFRASTRUCTURE** from the Main Lobby. Team up with other **SOCOM U.S. Navy SEALs Tactical Strike** players and compete as available Special Forces group.

- A valid network connection is required to play online. See Creating a Network Connection below for detailed instructions.
- To talk directly to teammates during games, use the optional headset. See Getting Started, pg. 4, for more information.

CREATING A NETWORK CONNECTION

Note: If you have already created a valid network connection using the PSP® system software, skip this section and review the remaining sections.

Before you can play SOCOM U.S. Navy SEALs Tactical Strike online, you must have created a valid network connection. If you have already created and saved a network connection, you are good to go. If not, you can use the Network Settings application in the PSP® system software menu under Settings.

Note: For more detailed information on creating a Network Connection, see the PSP® system Instruction Manual.

Note: If you experience connection issues, ensure that the WLAN Power Save mode is OFF. The WLAN Power Save is located in the PSP® Home Menu in Power Save Settings of the Settings column.

Get Connected To SOCOM U.S. Navy SEALs Tactical Strike

Use of the online portion of this game is subject to the terms and conditions under the User Agreement located within the game. A full copy of the User Agreement is available at: www.us.playstation.com/support/useragreement

1. On the Title Screen, press  to continue to the MAIN LOBBY.
2. Select INFRASTRUCTURE and then choose a connection to connect online (you must have already created a valid Network Connection). If you don't have a Network Connection, select New Connection and use the Network Settings application.

Note: For more detailed information on creating a valid Network Connection, see the PSP® system Instruction Manual. Certain limitations apply to Wi-Fi connectivity. See manual for details. Player responsible for Wi-Fi fees.

3. On the ONLINE LOGIN / SELECT UNIVERSE Screen, select a Universe to connect to the **SOCOM U.S. Navy SEALs Tactical Strike** LOGIN / PLAYER LOGIN Screen.

4. Select Player Name. Enter a screen name and select ENTER. Select PASSWORD, enter a password, and then select LOGIN.

Note: Be sure to write down or remember your password. SCEA Consumer Services cannot retrieve lost passwords. If you lose your password, create a new player name and password for online play.

5. Select LOGIN and press  to go to the EULA Screen.

6. Please read the User Agreement and select "ACCEPT" if you agree to the terms.

Note: You must agree to the terms of the User Agreement to connect to **SOCOM U.S. Navy SEALs Tactical Strike**.

7. If the player name you have selected is available, you will be prompted to register that name. Choose "YES" and press  to register that player name. If you receive an incorrect password error, someone has already registered that player name and you must select a new one.

8. On the BRIEFING ROOM SELECT Screen, use the directional buttons or analog stick to choose a Briefing Room and press  to select it to go to the ONLINE LOBBY Screen. Highlight JOIN GAME and press  to see the list of available games. Highlight the game you want to join and press . If you receive notification that the game is already in progress, press  to go to the game lobby. If in between games, selecting READY indicates that you are ready to play.

PLAYING THE ONLINE GAME

ONLINE MISSION TYPES

As you cycle through available games on the JOIN GAME screen, each game's mission type appears below the Game Name under GAME DETAILS to help you decide which game to join.

Collateral Damage: Mercs must destroy over half the vehicles in the area by any means possible. Special Forces must defend the area.

Demolition: Special Forces must prevent Mercs from destroying a critical object.

Extraction: This is a hostage situation. The Special Forces team wins by killing all Mercenaries or escorting a VIP to the extraction point. Mercenaries win by killing the Special Forces team or murdering the hostage.

FFA (Free For All): It's everyone for themselves in an intense all out deathmatch between Mercenary teams.

Suppression: This is a pure fight to the death between Special Forces and Mercenaries. The winner has the most men left standing.

CONNECTING TO AN ONLINE GAME

The SOCOM U.S. Navy SEALs Tactical Strike Online Lobby is broken down into three options: JOIN GAME, CREATE GAME, and COMMUNITY.

Join Game

Join a specific game from the list. Highlighting a game will show the game details (game type, etc.) on the right hand side of the screen.

Create Game

Create a custom game. You choose the settings!

Choose Game Type: Create a new game or load your previously saved game settings.

Game Name: Name your game.

Password: Password protect your game.

Max Players: Set the maximum number of players to 2 or 4.

Edit Game Settings

Create / Edit Playlist: Add, edit, and remove maps to your play list.

Load Play List: Load a previously saved play list.

Save Game Settings: Save your preferred game settings to Memory Stick DUO™ or Memory Stick PRO DUO™.

Start Game: Start your game.

PLAYING THE ONLINE GAME

COMMUNITY

This is your connection to the *SOCOM U.S. Navy SEALs Tactical Strike* Online Community.

GO TO COMMUNITY

Check in here daily to make sure you have the latest info on the game, or use the personal Email feature to schedule an online match with your friends.

SOCOM U.S. Navy SEALs Tactical Strike Daily: Here you will find news on the game, polls and surveys, as well as any info on *SOCOM U.S. Navy SEALs Tactical Strike* promotions.

Leaderboards: Check out the latest updates for Overall, Gametypes, Maps, and Weapons Leaderboards.

Personal: Edit your online profile or check your personal Email.

Help: Read a FAQ on the game or browse the Online Manual

SOCIAL LOBBY

While in the Social Lobby, you can access your Friends List, create Clans, and view your Ignore and Invitation Lists.

Friends: Manage your Friends List, send mail, view their online stats, or join the game they're currently playing.

Create Clan: Playing online is fun, but it is always more fun to play with your friends and a clan is a perfect way to do that. Creating a clan gives you an easy way to identify yourself with the group and lets others know that you are part of a high profile team. To create a clan, select CLAN from the Social Lobby and press . So long as the Clan Name is not already taken, your clan will be created.

Note: Once a Clan has been created, you can then manage your Clan list and Invite Players, Edit Clan Roster, Leave Clan, and Disband Clans.

Ignore List: A list of players with which you don't want any kind of communication.

Invitations List: Check what invitations you have received.

IN-GAME COMMUNICATIONS MENU

Tap  to open the in-game communications menu and choose from Player Options and Game Options. Press the directional buttons or analog stick to highlight an option and press  to select an option.

PLAYER OPTIONS

Friend Invite: Invite an in-game player to be a friend.

Clan Invite: Invite an in-game player to join your clan.

Ignore Player: Turn off text messaging and voice chat from a specific player.

GAME OPTIONS

Radio: Select an active channel for voice communication using the headset. See "Using the Headset Online" on the following page.



THE START MENU

Pressing **START** during an online game will pull up the Start Menu and give you access to a few game options. Press the directional buttons **↑** / **↓** to highlight a menu option and press **×** to confirm your selection.

Note: Accessing the Start Menu during online gameplay will **NOT** pause the game.

RESUME

Resume the game.

QUIT

Aborting the mission will return you to the SOCOM U.S. Navy SEALs Tactical Strike Online Lobby.



CREDITS

SLANT SIX GAMES

Zoe Flower
Vivian Tan-Ng
Tyler McCulloch
Trenton Shumay
Ted Middleton
Stuart Ure
Steven Mumford
Stephen O'Grady
Stacey Shkuratoff
Simon Beaumont
Shaun Middleton
Sean Siemens
Sean Thompson
Scott Graham
Scott Paterson
Robin Young
Robert Hexter
Peter Doidge-Harrison
Paul Martin
Parveen Kaler
Pamela Livara
Nirmal Gill
Nathan Harris
Milo Casali
Michael Kerr
Michael Nightingale
Michael Wasilewski
Lucas Panian
Loksoon Lim
Lance Davis
Kirk Takei
Kevin Franklin
Keswick Allen
Keith Thomson
Karen Wainman
Joshua Hansen
Jonn Mohr
John Bresky
Jono Lee
John Li
Jeremy Kersey
Jen Morgan
Jay Evans
Jason Voisin
Jak Veilleux
Jai Kristjan

Grant Corless
Goran Aleksić
Gary Steinke
Frederick Kimberley
Fiona Mok
Erik Charlebois
Dennis Tierney
Dayna Brand
David Denofreo
David McAnerin
David Seymour
Darren Gough
Darren Woo
Dan McBride
Courtney Martin
Chris Cairns
Chris Larsen
Chris Lee
Cedric Lee
Brian Thalken
Bram Stolk
Ben Hanke
Barry McDougall
Auday Hussein
Angus Graham
Allen Goode
Alan Bucior
Alex Carigi
Adriano Antonio
Aaron Groening

Writing
Daniel Dick

Technical Consultants

Robert Roy
Mark Ridgeway
David Olsen
Ron Blecker

Special Thanks
Zipper Interactive
Jason Tartaglia
Ed Byrne
Tony Iuppa
Richard Vogt
Prem Krishnan

SCEA Bend Studio
Chris Reese
John Garvin
Paul Ruskay
Adam Bullied

SONY COMPUTER ENTERTAINMENT WORLDWIDE STUDIOS

Product Development

Producer
Mark Rogers

Associate Producer
Ryan Eames

Director of Development
Seth Luisi

Director of Product Development
Connie Booth

**Senior Vice President
of Product Development**
Shuhei Yoshida

**President SCE
Worldwide Studios**
Phil Harrison

GLOBAL PLATFORM

Senior Director, Global Platform
Charles Connoy

Director, SCE-RT
Glen Van Datta

SCE-RT Operations

Senior Manager
Ken Miyaki

Manager, Games Integration
David Cottrell

Games Integration Lead
Mohammed Khan

Games Integration Engineers
Salil Joshi
Tom Sawyer

**Games Integration
Associate Engineer**
Joe Allen

Manager, Production
Trang Ho

Production Engineers
Bhaswar Sarkar
Ben Choorut
Steven Slover

Manager, Validation
Erika Kato

SCE-RT Development

Senior Manager
Steven Wagner

Manager, Development
Russ Patterson

Development Leads
Peter Heino
Mark Jacob

Senior Development Engineers
Aaron Brunstetter
Amir Zbeda

Development Engineer
Ron Roy

Database Engineer
Ed O'Leary

Web Applications Engineer
Don Costes

SCE-RT Project Management

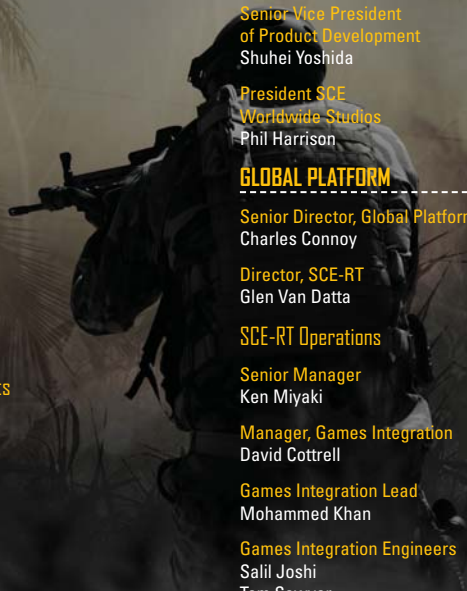
Senior Manager
Marty Taramasco

Senior Project Managers
Joseph Riego

**Director, First Party
Quality Assurance (FPQA)**
Ritchard Markelz

FRQA Test Operations

QA Test Manager
Jeremy Hunter



QA Test Supervisor
Andrew Woodworth

Lead Quality Assurance Testers
Richie Hideshima
Neil Musser

Quality Assurance Testers
Nick Kosmides
Truman Simpson

Lab Technician
Tim Hackl

Contingent Game Test Analysts

Anthony Bellon
Kenneth George
Adrian Habana
Anthony Martinez
Brett Danek
Kajah Ram
Feng Li
Bernard Tong
Eric Freeman
Matt Jackson
Dante Evans
Eric Ngo
Stephanie Dangidang
Shawn O'Campo
Nick Jackson

FPQA Support

Manager
Ken Kribs

Test Tool Developer
Chris Deputyt

Manager, Online Support
Chris Cromwell

Online Support Leads
Ken Overbey
Derek Baumann

Online Support Analysts
Edward O'Neill
Joe Schmedding
Michael Brown
Brandon Fenton
And the Online
Support Test Team

**FPQA Program
Management Group**

Sr. Manager
Jim Wallace

Manager, Project Management
Eric Ippolito

Sr. Project Coordinator
Justin Flores

Project Coordinator
Jesse Reiter

**Director, Product Development
Information Technology (PDIT)**
Adam Harris

PD IT Online Games

Sr. Manager, Online Games
Monique Fraser

Manager, Production Operations
Richard Bennett

Online Sr. DBA
Madhukar Yedulapuram

Online DBA
Beth Ford

Online Game Admin
Rudy Wiley
Krisztian Mizser

Manager, Production Technology
Nate Wiger

Online Production Technologist
Ron Andres
Alex Boster
Matt Miller

**PD IT Network
Engineering Group**

**Sr. Manager
Network Engineering**
Derrell Jenkins

Manager, Network Operations
Rob Blase

Staff Network Engineer
Chris Dudley

Sr. Network Engineer
Randy Lopez

Sr. Unix Administrator
Paul Zastouzl

**Manager, Network
Operations Center**
Michael Seifert

Network Operations Specialists

James Beck
Aaron Johnston
Jose Madrigal
Matt Keen
Jami Johnson
David Henning
Heath McKay

**PD IT Core Systems
Infrastructure**

Senior Manager
Tom Perrine

Senior System Administrator
Ian Allison

**SCEA PD SERVICE GROUPS:
TOOLS, TECHNOLOGY AND SERVICES**

**Senior Director of Tools,
Technology and Services**
Buzz Burrowes

Director of Service Groups
Dave Murrant

Music

Director of Music
Chuck Doud

Senior Music Supervisor
Clint Bajakian

Music Supervisor
Matt Levine

Music Production Associates
Ernest Johnson
Michael Bricker

Manager, Music and Licensing
Jason Swan

Associate Music Producer
Tammy Tsuyuki

Music Department Assistant
Angelica Garde

Music Composed by
Justin Burnett

Remixing and Editing by
David Levison
Joel Yarger
Marc Sensac

Live Recording by
Damon Tedesco at Sovereign
Studio in Los Angeles

**Production Coordinator
for Justin Burnett:**
Katie Jones

Assistant Engineer
Andrew Burnett

Sound Design

Sound Design Manager
Ken Felton

**Sound Design and
Audio Scripting**
Erik Buensuceso

Senior Sound Design Manager
Gene Semel

Dialog Manager
Greg deBeer

Dialog Supervisor
Jacquie Shriver

**Cinematic Audio
Post Production Manager**
Mike Johnson

Cinematic Audio Post Production
Jeff Darby

Foley Recording By:
Warner Bros. Post
Productions Services

Foley Artist
John Roesch
Dominique Tabach

Foley Mixer

David Jobe

Foley Recorder

Eric Hosmer

Voice Over Recording By:

Soundelux Design Music Group

Operations Manager

Marc Aramian

Voice Over Business Manager

William "Chip" Beaman

Voice Over Coordinator

Erica Mehallo

Voice Over Casting and Directing

Kris Zimmerman

Voice Over Recording Engineer

Justin Langley

Voice Over Editorial

Chad Bedell

Brad Beaumont

Mark Camperell

Bryan Celano

Dutch Hill

Clint Richardson

Assistant Manager

Patrick Ginn

Voice Actors

HQ: Jennifer Hale
Wraith: Khary Payton
Bronco: Crispin Freeman
Kahuna: Chris Cox
Aztec: Philip Anthony Rodriguez
Volchov: Dmitry Boudrine
Lutchenco: Mark Iviner
Cesar Rojas: Francisco Lorite
Ortiz: Carlos Ferro
Mark Tepper: Steve Blum

Additional voice acting by:

Gustavo Rex
Armando Valdez
Erika Nann
Juan Manzo
Paul Eiding (Ambassador)
David Beron
Eddie Padilla

Nickolai Stoilov

Endre Hules

Rick Simon

Boris Kievsky

Sebastian Feldman Gonzalez

Visual Arts Service Group

Senior Manager, Visual Arts

Service Group

Brian Rausch

Senior Department

Administrators

Nonet Vargas

Monique Williamson

Manager of Production

Scott Peterson

Manager of Animation

Chad Moore

Manager of Motion Capture

James Scarafone

Supervisor of Production

Gene Strocchio

Supervisor of Pipeline

Jason Parks

Motion Capture

Studio Technician

Ryan Beeson

Eduardo Contreras

Motion Capture Tracking Lead

Michael Shinkle

Motion Capture

Tracking Technician

David Ibarra

Character TD

Christian Vagnati

Motion Capture

Technical Animator

Percy Sagun

Daniel Legg

Motion Capture

Motion Editing Lead

Frank Strocchio

Motion Capture

Motion Editor

Brian Phripps

Eryn Roston

Senior Engineer

Richard Wolf

Pipeline Specialist

Jake Wilson

Michael Graessle

Trisha Manbeck

Wen Tien

Business Analyst

Kevin Collins

Project Manager

Doug Hagstrom

PD Service Group Support

Project Manager

Davina Mackey

Senior Administrator

Kathryn Tunis

CINEMATICS

POLYSTEW

Dustin Hansen

Jeff Spoonhower

Jason Price

Jason Baskin

Shane Olson

Iory Wang

Ronald Baird

Tanner Hansen

SCEE

SCEE Development

Producer

Elliott Martin

Senior Producer

Simon Roberts

Project Asset Manager

Anna Wojewodzka

SCEE Marketing and Operations

Print Production Controller

Matt Bristow

Graphic Designer

Umesh Mistry

Copywriter

Lewis Bowman

Head of Product PR

Charlotte Panther

European PR Manager

Araceli Perez

European Release Manager

Louise Welch

New Release Administrator

Robert Walker

European Product Manager

Graham Brown

Product Marketing Director

Mark Hardy

Legal & Business

Affairs Manager

Stacey Fowler

Localisation Services

Localisation Services Manager

Vanessa Wood

Localisation Services

Coordinators

Jennifer Rees

Nadège Josa

Localisation Services Assistant

Sandra Raue

SCEE First Party

Quality Assurance

Head of First Party

Quality Assurance

Dave Parkinson

First Party Quality

Assurance Coordinator

Sarah Shaw

Test Operations

Test Manager

Gareth Spencer

Functional Testing Supervisor

Wayne Smith

Functional Testing Lead

Fraser McLachlan

Functional Testers

Alan Gamble
Claire Rogers
Mike Lunt
Paul Longley
Mark Comerford
Gary Jones
Robert Kershaw

TRC Testing Supervisor

Paul French

TRC Testing Lead

John Hale

TRC Testers

Don Shallcross
Kev McCormack

Localisation Testing Supervisor

Nadine Martin

Localisation Testing Coordinator

Yolanda Akil

Localisation Testing Lead

Silvia Ferrero

Localisation Testers

José M Flores
Alberto Pérez
Rafael Deogracias
Rafael De Vicente
Pauline Brisoux
Harouna Camara
Marco Simon
Daniele Tacconi
Gianni Bianchini
Cesare Sivo
Katharina Tropic
Julia Aigner
Katharina Scharpf
Sandra Schweder

Shift Supervisor

Matthew Osborne

Support Services

Support Services Manager

Anthony Gill

Support Services Coordinators

Neil Moran
Robert Karp

QA Technicians

Chris Hopley
Michael Bishop
Barry Fearn

Online QA

Online QA Lead

Michael Kennedy

Online QA Tester

Ross Wilkie

Voice Talent

English Voice Production:

SIDE UK

Casting

Cheryl Prince
Sini Downing (SIDE UK)

Voice Director

Phil Evans (SIDE UK)

Recording Engineer

Jaime Gomez (SIDE UK)

British SAS

Sierra: Patrick Cremin
Romeo: Neil Granger
Charlie: Tony Hirst
Street: Scott Maslen
HQ: Jane Collingwood
Ambassador: David Pullan

Australian SASR

Wallaby: David Pullan
Splintax: Martin Crewes
Roach: Jeremy Secomb
Willy: Tim Rogers
SHQ: Melissa Anderson
Ambassador: Martin Crewes

French GIGN

Viper: Alain Nempont
Rhino: Emmanuel
Rausenberger
Midnight: Jérémy
Zylberberg
Fish: Eric Leblanc
QG: Anne Gaëlle
Ambassador: Alain Nempont

Italian Col Moschin

Kingfisher: Roberto Draghetti
Stone: Roberto Stocchi
Gonzo: PIERALDO FERRANTE
Moon: Enrico Di Troia
QG: Alessandra Chiari
Ambassador: PIERALDO FERRANTE

German KSK

Cypher: Thomas Friebe
Moose: Peter Wenke
Schatten: Gilles Karolyi
Spider: Sebastian Walch
HQ: Sonngard Dressler
Ambassador: Karl-Jürgen Sihler

Spanish UOE

Acero: Carlos Piñeiro
Taurus: David García
Surf: Marcos Graña
Vara: Jesús Barreda
CG: Francisca
Fernández
Ambassador: Carlos Piñeiro

Dutch KCT

Diamond: Alexander Lamur
Beppo: Maarten
Boomgaard
Spitfire: Marcel Jonker
Ghost: Sandro van
Breemen
Charly-Papa: Jannemien
Cnossen
Ambassador: Marcel Jonker

SONY COMPUTER ENTERTAINMENT ASIA

Executive Producer

Katsuhiko Kanazawa

Chinese Director

Yuen-Yuen Chen

Translation and Localization Testers

Yuen-Yuen Chen
Ming-Lung Liou
HaKuki Lin
Shao-Chu Chou
Chen-Yue Xue

Package and Manual Coordination

Sansan Yang
Misako Kobayashi (Sony Music
Communications Inc.)

Korean Producer

Yong-Hyuk
Charles
Chang (SCEK)

Manager

Naoki Hara(SCEK)
Mi-Kyung Hwang(SCEK)

Production Coordinator

Takashi Fujii
Takayasu Ichikawa
Yoshinori Akiyama

Localization Coordinator

Na-Yeon Kim

Design Coordinator

Hee-Cheol Na(SCEK)
Sansan Yo

SONY COMPUTER ENTERTAINMENT KOREA INC.

Graphic Designer

Jin-Hee Park
Seung-Yeon Lee

QA Manager

Ki-Bong Kim

Internal QA Leader

Tae-Min Kim

Internal QA Tester

Hyo-Seop Shim
Seong-Ho Park
Boas Kim
Young-Gon Lim
Jae-Sang Cho

Marketing Manager
Hee-Won Kang

Software Marketing
Kay Kim

Media Promotion
Seung-Jun Ha
Chul-Yoon Jung

Public Relations
Seo-Yun Park

Localization
MayFlower Entertainment Inc.

Voice Recording Director
Sun-Young Park

Voice Recording Engineer
Samil Kim

Voice Actors
HQ Sun-Young Park
Doljoomok Sung-Jun Bang
Baekdusan Kyu-Seok Lee
Maenunkkal Joong-Gun Yang
Kkangdagu Tae-Young Kim

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SCEA MARKETING

**Director, Software
Product Marketing**
Jeff Reese

**Associate Product
Marketing Manager**
TJ Consunji

Product Marketing Specialist
Kenneth Chan

**Senior Director, Communications
and Brand Development**
Dave Karraker

Senior Public Relations Manager
Jennifer Clark

Public Relations Manager
Sheila Bryson

Senior Promotions Managers
Donna Armentor
Blair Page

Promotions Manager
Johanna Ignacio

Mobile Marketing Manager
Andrew Adams

Associate Promotions Managers
Lauren Decker
Anne Gherini
Jill Grabenkort

Promotions Specialists
Dan Ambrose
Keith Hovey

**Director, Channel
Marketing and Events**
Joby Hirschfeld

**Senior Manager,
Channel Marketing**
Bob Johnson

Retail Managers
Michael Delacruz
Marie Manapat
Kip Roggendorf

Events Managers
Lori Chase
Quinn Pham

**Senior Manager,
Creative Services**
Jack Siler

**Senior Creative
Services Specialists**
JM Garcia
Joseph Chan
Miguel Godinez
Alicia Beam

Creative Services Specialists
Blanca Hernandez
Annett Hsu

Packaging and Manual Design
Origin Studios

Manual Documentation
Off Base Productions

**Senior Director,
PLAYSTATION®Network**
Susan Nourai

Director, Operations
Eric Lempel

**Senior Manager,
Web & Loyalty Marketing**
Josh Meighen

Loyalty Associate Manager
Chris Hagedorn

Web Content Planning Manager
Dawson Vosburg

**Associate Project Manager
(Official Game Site)**
Trevor Ehle

Web Producer
Cyril Tano

Senior Web Content Designer
Michael McIntire

Web Specialist
Sara Kwan

Asset Artist
Noel Silvia

**Senior Manager,
PlayStation Store**
Grace Chen

PS Store Coordinator
Rommel Hernandez

PMT Manager
Jen Woldman

Project Managers
Paul Purdy
James Isaac

SCEA Legal and Business Affairs

**Director, Legal &
Business Affairs**
Lisa Lunger

Paralegals
Kirsten Costello
Richard Daniels

Special Thanks:

We would like to thank each individual at Sony Computer Entertainment America for their contributions, support and dedication to the success of *SOCOM: U.S. Navy SEALs Tactical Strike* with special recognition to the Sony Computer Entertainment America Executive Management team including: Kaz Hirai, Jack Tretton, Peter Dille, Jim Bass, Glenn Nash, Steve Ross, Riley Russell, Phil Rosenberg, Glenn Nash.

We would also like to thank Ian Young, Sean Kelly, Daniel Maher, Gavin Russell, Florence Kum, Elodie Hummel, Daniel Brooke, Yukiko Goto, Yukari Kumakura, Aya Aisu, Min-Sung KU, Sung-Bo HONG, Yong SUNG, Dong-Hun CHOI, AsiaSoft Inc.

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- (c) Selecting as a user, character, clan or team name any word, symbol or combination of words and symbols which is identical to or substantially similar to any character, team, weapon, vehicle or other element which appears in this game;
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THE U.S. NAVY SEAL: LETHAL PRECISION

Navy SEALs are the United States of America's most elite professional warriors. Their legendary stealth and clandestine methods of operation allow them to conduct high value covert missions that larger forces could never accomplish.

SEALs (SEa, Air, Land) take their name from the elements from which they operate. Owning the night, SEALs operate in small teams and are masters of every environment. If you take up the challenge of joining this elite team, you will be an unstoppable force taking down the enemy, any time, anywhere.

Whether fast-roping from a helicopter, surfacing on a secluded beach, dropping out of a plane at 20,000 feet, or tearing up the terrain in an armored HUMVEE, Navy SEALs are the best of the best.

THE U.S. NAVY SEAL: PROFILED

Forget Hollywood. Forget comic books. You cannot pick a SEAL out of a crowd because there is no profile of what a SEAL looks like. SEALs come from all walks of life and every demographic. You don't have to be an Olympic athlete. But you better be willing to train with the heart and dedication of an Olympic athlete.

THERE ARE THREE MAJOR CRITERIA THAT DEFINE A NAVY SEAL:

Character: The nature of our mission requires men that serve with honor courage and commitment: ready to lead, ready to follow, and never quit.

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Updating the PSP® (PlayStation®Portable) system

Updating the PSP® system software

This UMD™ includes the latest update data for the PSP® system. If a screen prompting you to update the system software is displayed when you start the UMD™, you must perform an update to start the software title contained on the UMD™.

Performing the update

When you insert the UMD™, an icon (as shown on the right) is displayed under **[Game]** in the home menu. Select the icon, and then follow the on-screen instructions to perform the update.

Before starting the update:

- Fully charge the PSP® system battery.
- Connect the AC adaptor to the system and plug it into an electrical outlet.

During an update:

- Do not remove the AC adaptor, turn off the system or remove the UMD™.
- If an update is canceled before completion, the system software may become damaged, and the system may require servicing to repair or exchange.

Checking that the update was successful

After the update has been completed, select **[System Settings]** under **[Settings]** from the home menu, and then select **[System Information]**. If the System Software field displays the version number of the update, the update was successful.



For details on the update feature of the PSP® system, contact SCEA Consumer Services at 1-800-345-7669 or visit <http://www.us.playstation.com/psp>

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